COSMI
GALACTIC AVENGER

by
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and
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An exciting, 10 level space attack game designed in 16K RAM for the Atari® 400/800™ Personal Computer System.

GAMES WORTH PLAYING

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INSTRUCTIONS

GALACTIC AVENGER

(One Player – 10 Levels)

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OVERVIEW

In the outermost reaches of the GALAXY-X ZORB, there is a quadrant made up of ten consecutive sectors. In the middle of each of these sectors is a GALACTIC FEDERATION STARBASE. Ten stardates ago, the outermost of these starbases sent out a distress signal. It seems the dreaded KRELL Empire has overrun and captured the entire quadrant. Each of the the starbases is guarded by five of the newest and most sophisticated starships ever developed by the KRELL Empire.

YOU have been selected to command the federations elite strike force.

Your assignment:

To destroy the KRELL menace and recapture all of the ten starbases.

To accomplish this objective you have been provided with the Federation's mightiest Battlecruiser, which carries four of the most powerful ION cannons ever developed. Your Battlecruiser is also equipped with the Federation's strongest shields. These shields can easily withstand multiple attacks from the KRELL blockaders. However, once the KRELL have transformed a starbase into a KRELL Battlestation, your shields will prove useless against its immense firepower.

Once you have destroyed all five of the KRELL blockaders with your ION cannon, you have two stardates in which to rescue the starbase. To recapture your starbase you must trap it in your starships tractor beam, and board it with your cyborg commandos. Once this is completed, your starship is reenergized and your attack computer is set on the coordinates of the next sector. At this point you are hyperwarped into the next level of confrontatin with the evil KRELL.

If you fail to recapture the starbase within two stardates, it is then transformed into a KRELL Battlestation; at which point it fires a Gravity Imploder Beam, which destroys all physical matter in its path!

SYSTEM REQUIREMENTS
1.) The GALACTIC AVENGER cassette or diskette.
2.) Atari® 400™ or Atari® 800™ computer (16K minimum).
3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.
4.) One Joystick controller.

LOADING THE PROGRAM
GALACTIC AVENGER is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order: Your Atari® 400 or Atari 800™ computers both have this minimum amount of RAM memory).

CASSETTE VERSION
1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
4.) Push the yellow START key on the right of the Atari and KEEP IT DOWN.
5.) Turn on the computer. It will beep once to let you know it is ready to load the

tape. When it beeps, release the START key.

6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.

7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

1.) Turn off the Atari* 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.

2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)

3.) Turn on the disk drive and insert the diskette. Close the disk drive door.

4.) Turn on the computer. The program will automatically load and run.

5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game.

NOTE: It is essential with both versions of the GALACTIC AVENGER that you start with the computer turned "off" and with no program cartridges in the computer.

USING THE JOYSTICK CONTROLLERS

Plug a joystick into controller jack 1 on the front of the computer. Hold the joystick with the red "fire" button in the upper left corner, towards the TV set. Your Ion cannon is capable of:

FIRING ION MISSILES by pressing the red "fire" button.

LEFT MOVEMENT by moving the joystick to the left.

RIGHT MOVEMENT by moving the joystick to the right.

SHIELDS by moving the joystick backward (away from the TV set).

NOTE: One press backward will engage shelds for allotted time. You do not have to continue to hold joystick back to keep

shields engaged.

TRACTOR BEAM by moving the joystick forward (towards the TV set).

PLAYING GALACTIC AVENGER FOR THE FIRST TIME

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then the game will appear. At the bottom of the screen you will see:

PLAYERS: 04   LEVEL: 01   CLASS: 01

The game is initially set at Level one (01), Class one (01) and you are allocated four (04) players to complete the destruction of the evil KRELL and save all ten Galactic Federation Starbases.

It is possible to advance the starting point a Class at a time, up to Level three (03), Class one (01) by pressing the SELECT key. Each time you press the SELECT key the KRELL invader ships and the TV screen background color will change and the next Class and Level will be displayed at the bottom. However, you cannot automatically advance beyond Level 03, Class 01, unless you earn your way by destroying all the alien ships.

You may now begin the game by pressing the START key or the red "fire" button on your joystick.

After the START key or "fire" button is pushed an audio count-down will commence to alert you that you are in an enemy sector. The enemy ships will then energize their defense shields and deploy themselves in attack formation. The game is now "live." To avoid the energy bolts the enemy will now be shooting at you; you must move your joystick to the left or right. While moving you may also fire single ion plasma bursts from your cannon. If you hold down the "fire" button for rapid fire, your manuevering energy will be re-channeled and you will be unable to move – so careful, using rapid fire for long periods will enable the enemy to quickly home in on you! Every time one of your shots hits an enemy ship its shields will energize to absorb the energy. However, every time an enemy ship's shield energizes it reduces its overall power reserve, so that eventually when the shields energize there won't be enough energy in them to absorb the ion missile's energy. When this happens – pffft, the enemy is vaporized!

Of course, if an enemy energy bolt hits your ion cannon the same will happen to you! To help avoid this, each of your ion cannons is equipped with shields too. These shields, however, can only be energized twice (2) each round. And once they are energized they are impenetrable to enemy bolts (for a limited time only, so be alert!). A final note on shields: For practice pull back on the joystick, your ion cannon will turn from yellow to light blue (shields ON) and then after a bit back to yellow (shields OFF). Remember, they can only be used TWICE each round!

Now, to define how a game "round" is actually played. A round is divided into two steps. Step I consists of clearing the screen of enemy ships while Step II entails capturing the Starbase (the saucer that keeps flying across the top of the screen) in your Tractor Beam.

STEP I

This phase starts with pressing the START key or "fire" button, which activates the round. The object of this step is to shoot the enemy ships with your missiles while dodging their bolts.

The key here is to use your cannon's agility and your marksmanship to eliminate all the enemy ships, and using your shields when you get "cornered" by their return fire. Complete success of this step is vital! ALL enemy ships must be destroyed!

STEP II

Once Step I is completed, all that should be left on the screen is the captured starbase. This second step must be completed as quickly as possible! You are under the TIME LIMIT! The trick to this step is to re-capture the starbase by zapping it with your Tractor Beam. The Tractor Beam, because it must draw the starbase to your cannon, takes vast amounts of power and limits you to only two (2) shots with it (two shots nearly drains your cannon of all energy). So be very accurate, but DON'T take a long time about it either!

Remember, while you are waiting for the "right" shot the starbase is being converted into an enemy Battlestation (it takes about four (4) or five (5) seconds) that, when completed, WILL destroy your ion cannon with ease! Be quick and accurate – there is no third chance!

Once both Step I and II are successfully completed your fleet of remaining cannons is automatically hyperwarped into the next sector to begin another round of battle. If, however, for some reason your cannon is destroyed in either Step I or II – another of your remaining cannons is brought into battle. Unfortunately, since this takes "star-date" time the enemy also replaces all its damaged and destroyed ships. If, during the course of the game all of your ion cannons are destroyed, your mission is aborted and you are given an "effective-ness rating" depending on how successful you were at routing the enemy. The game will then automatically reappear at Level 01, Class 01.
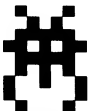
SCORING
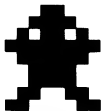
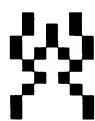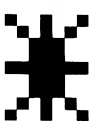GALACTIC AVENGER contains ten "rounds" of increasing difficulty. It begins with Level 1, Class 1 and continues to Level 4, Class 2. In each Level, the different classes are depicted on the TV screen by different types of KRELL Blockaders. Each time you complete a "round" you are confronted by a different type of KRELL Blockader requiring more "hits" than previously. Your "effectiveness rating" depends upon the Level you achieve, the Class within that Level plus the number of Blockaders you hit in your final attempt.

Here are the Levels, Classes, Rankings and number of hits required to destroy the KRELL ships:

(Note: If you are unable to complete even the first Class of the first Level, you are considered a GALACTIC HOSER and are sent back to flight school for additional training!)

For easy reference:

LEVEL	CLASSES	SHIPS HIT
Cadet	1 - 3	0 - 39
Captain	1 - 3	0 - 69
Guardian	1 - 2	0 - 89
Avenger	1 - 2	0 - 119

LEVEL	CLASS 1	CLASS 2	CLASS 3
1 CADET RANK	4 HITS CORVETTE	6 HITS CORVETTE	8 HITS CORVETTE
2 CAPTAIN RANK	10 HITS DESTROYER	12 HITS DESTROYER	14 HITS DESTROYER
3 GUARDIAN RANK	16 HITS CRUISER	18 HITS CRUISER	
4 AVENGER RANK	22 HITS CARRIER	24 HITS CARRIER	

Therefore, if you get to Level 2, Class 2 and hit the KRELL Blockaders fourteen times before they get your last Battlecruiser you will get an effectiveness rating of:

LEVEL 2	CLASS 2	+	14 BLOCKADERS HIT	SCORE
CAPTAIN	CLASS 2	+	014	2014

SYSTEM RESET KEY
This key, when pressed, will cause the game to go back to the beginning of Level 1, Class 1 and the title display will appear.

THE START KEY
The game will begin when you press the START key or the red "fire" button on the joystick.

THE SELECT FEATURE
The SELECT feature is controlled by the SELECT key on the computer console. Before you begin the game, you may advance the starting point from Level 1, Class 1 to Level 3, Class 1, one class at a time, by depressing the SELECT key. Classes beyond Level 3, Class 1 can only be obtained through the achievement of completing the previous "round."

IF YOU CANNOT LOAD THE PROGRAM
1.) Check your equipment carefully to be sure that all cables and connections are correct
2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
3.) If you can adjust the volume and tone settings on your recorder, try different settings.
4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.

6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY
This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Ron Fortier and Mark Van Alstine
Both Ron and Mark are in their early 20's and are college students in Southern California. Naturally, they are majoring in computer science and data processing. They both have been involved in programming for a number of years but, only recently, embarked upon game design. They possess vivid imaginations to match their computer skills, which makes for a highly desirable combination. Ron would like to write a "language" and Mark's goal is to design a computer simulated film. However, we look forward to their next effort as game programmers.

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